

NINTENDO DS™

NTR-ASTE-USA

TM

SUMMON NIGHT TWIN AGE



INSTRUCTION BOOKLET

EmuMovies

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PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME CARD OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.

WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

**Convulsions
Altered vision**

**Eye or muscle twitching
Involuntary movements**

**Loss of awareness
Disorientation**

- To reduce the likelihood of a seizure when playing video games:
 1. Sit or stand as far from the screen as possible.
 2. Play video games on the smallest available television screen.
 3. Do not play if you are tired or need sleep.
 4. Play in a well-lit room.
 5. Take a 10 to 15 minute break every hour.

WARNING - Radio Frequency Interference

The Nintendo DS can emit radio waves that can affect the operation of nearby electronics, including cardiac pacemakers.

- Do not operate the Nintendo DS within 9 inches of a pacemaker while using the wireless feature.
- If you have a pacemaker or other implanted medical device, do not use the wireless feature of the Nintendo DS without first consulting your doctor or the manufacturer of your medical device.
- Observe and follow all regulations and rules regarding use of wireless devices in locations such as hospitals, airports, and on board aircraft. Operation in those locations may interfere with or cause malfunctions of equipment, with resulting injuries to persons or damage to property.

WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- When using the stylus, you do not need to grip it tightly or press it hard against the screen. Doing so may cause fatigue or discomfort.
- If your hands, wrists, arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists, arms or eyes during or after play, stop playing and see a doctor.

WARNING - Battery Leakage

The Nintendo DS contains a rechargeable lithium ion battery pack. Leakage of ingredients contained within the battery pack, or the combustion products of the ingredients, can cause personal injury as well as damage to your Nintendo DS.

If battery leakage occurs, avoid contact with skin. If contact occurs, immediately wash thoroughly with soap and water. If liquid leaking from a battery pack comes into contact with your eyes, immediately flush thoroughly with water and see a doctor.

To avoid battery leakage:

- Do not expose battery to excessive physical shock, vibration, or liquids.
- Do not disassemble, attempt to repair or deform the battery.
- Do not dispose of battery pack in a fire.
- Do not touch the terminals of the battery, or cause a short between the terminals with a metal object.
- Do not peel or damage the battery label.

Important Legal Information

REV-1

This Nintendo game is not designed for use with any unauthorized device. Use of any such device will invalidate your Nintendo product warranty. Copying of any Nintendo game is illegal and is strictly prohibited by domestic and international intellectual property laws. "Back-up" or "archival" copies are not authorized and are not necessary to protect your software. Violators will be prosecuted.

The official seal is your assurance that this product is licensed or manufactured by Nintendo. Always look for this seal when buying video game systems, accessories, games and related products.



Nintendo does not license the sale or use of products without the Official Nintendo Seal.

THIS GAME CARD WILL WORK ONLY WITH THE NINTENDO DS™ VIDEO GAME SYSTEM.



Wireless DS
Multi-Card
Play

THIS GAME ALLOWS WIRELESS MULTIPLAYER GAMES WITH EACH DS SYSTEM CONTAINING A SEPARATE GAME CARD.

⚠ CAUTION - Stylus Use

To avoid fatigue and discomfort when using the stylus, do not grip it tightly or press it hard against the screen. Keep your fingers, hand, wrist and arm relaxed. Long, steady, gentle strokes work just as well as many short, hard strokes.



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SUMMON NIGHT TWIN AGE

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In this manual, the screen caps with the blue frames are those of the top screen, while the one with the red frames are those of the bottom (touch) screen.



PROLOGUE

This story takes place on the world of Clardona in which the Spirits are involved in all natural activity. On this world, there were two opposing races: the humans, and the Kascuza. The two races constantly battled for power and land, and a short-lived peace began after the humans finally pushed the Kascuza off the mainland and onto the large island nation of Jarazi.

The humans studied a type of magic known as "Summoning," which was used to call forth the powers of the Spirits and to bring creatures from other worlds into this one. Practitioners of this magic were known as "Summoners," and they constructed great facilities to research the Spirits to increase their magical power. A terrible accident happened in one of these facilities during an experiment. The cause of this accident was a young girl, who was forced to participate in the research against her will, and the destruction caused when her powers went out of control. It is believed that the girl died in this accident.

However, that young girl survived the accident, along with a boy that she accidentally summoned from another world...

Seven years have passed since that accident. The children had been rescued by a well-meaning Summoner and were hidden with the Kascuza of Jarazi, where they lived peaceful lives together as brother and sister. Just a few days before their Coming of Age ceremony, the Spirits began to go wild for no apparent reason. This had an effect on the environment, causing the seas to become unpredictable, the plants to wither, and the animals to become violent, threatening the Kascuza on the island.

The two decided to return to the human lands in an attempt to find the cause of the Spirits' behavior, and to bring peace back to their once-happy lives.

CHARACTERS



ALDO

Race: Summon Beast

He was summoned seven years ago during the accident. He now lives with Reiha and the Kascuza. He likes to listen to the wind, and is a powerful user of melee weapons.



REIHA

A level-headed girl with a cheery personality, she has been living with Aldo since she was young. She uses a mixture of Summoner spells and Kascuza Spirit magic to create a style of spellcasting all her own.

An illustration of Nassau, a young man with green spiky hair, wearing a dark vest over a red shirt and green pants. He is holding a large axe and has a small black cat-like creature on his shoulder. The background shows palm trees and a blue sky.

NASSAU

Race: Kascuza

A young man considered to be the leader of the youths in the Kascuza village of Marbado. He takes good care of the people he cares about, and treats Aldo and Reia as his younger brother and sister. He is a very capable axe-wielding fighter and can use some wind-element Spirit magic in battle.

An illustration of Ayn, a young girl with blue hair and a large blue and white fox-like tail. She is wearing a blue and white outfit with a red and orange skirt. She is holding a long staff with a red and yellow ball on top. The background shows palm trees and a blue sky.

AYN

Race: Kascuza

An innocent young girl who can feel the emotions of the Spirits. She is being trained to become a Priestess in the Spirit-worshipping religion of the Kascuza. She takes her responsibilities very seriously, but deep inside, she's still a little girl who wants to run and play like all the other children her age. Ayn is a powerful Spirit mage, and her spells have the water element.

An illustration of Ticah, a young girl with purple hair and a yellow hat. She is wearing a yellow dress with a red bow and a yellow cape. She is holding a bow and arrow. The background shows palm trees and a blue sky.

TICAH

Race: Human

A kind and honest young girl who is an apprentice of a Summoner working in one of the research facilities. She likes to sing, and can often be found singing when by herself or with young children. She knows some Summoning magic, but she is better at using her bow and arrows to attack enemies from a distance.

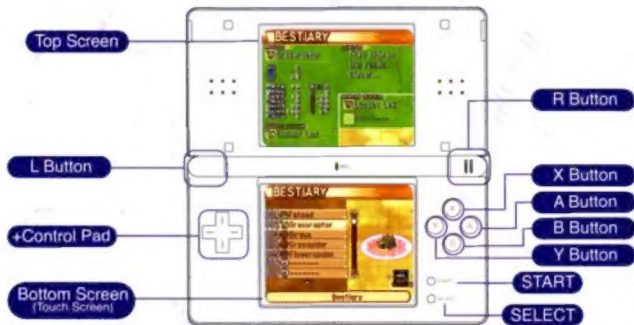
An illustration of Lila, a young woman with blonde hair and a red dress. She is wearing a red dress with a yellow cape and a red bow. She is holding a spear and a sword. The background shows palm trees and a blue sky.

LILA

Race: Human

A woman who has become a Summoner after years of hard work and dedication to her studies. Her preconceived notions about the relationship between Summon Beasts and Summoners are changed after encountering the main characters. She fights with a spear and casts powerful fire spells.

CONTROLS



- ☆ Fast-forward through dialogue sequences by holding the B and R Buttons simultaneously.
- ☆ L+R+SELECT+START: Resets the game. However, this cannot be done while Saving, Loading or during Item Transfers.

Close the Nintendo DS system to enter Sleep Mode. This will save battery consumption. Sleep Mode will be deactivated by opening the system.

In "Summon Night Twin Age", most commands are done on the touch screen. During the Event Scenes, you can use the Touch Screen and the +Control Pad and A Buttons.

Button Controls

+Control Pad	Scroll through the message log (START). Allows you to attack while standing still.
A Button	Continue conversations. Make selections on menus and some system screens.
B Button	Continue conversations. Hold the B and R Buttons to fast-forward through text.
X Button	Continue conversations.
Y Button	Continue conversations.
L Button	Hides the message window. Switches the top screen description while on the Menu Screen.
R Button	Switches the top screen description while on the Menu Screen. Hold the B and R Buttons to fast-forward through text.
SELECT	Begins a Party Chat on the World Map Screen. Changes the bar gauge displays in the top screen while paused.
START	View previously displayed text during events. Pauses the game while in battle.

Touch

Touch the Menu buttons or Command Palette boxes to select items and execute commands. To navigate menus, touch an icon once to highlight it, then again to select it (this can be disabled in the Options Menu). On the Field Screen, tap an empty space to direct the characters to move there. Tap an enemy to attack it. Detailed explanations of Menu Buttons, Command Palette p.20 & 24.



Slide

Touch and slide the stylus on the World Map to scroll the map. If you touch and slide to the end of the screen, your character will continue to run in that direction. Some special skills require you to touch and slide the stylus.



★ STARTING THE GAME ★

1. Confirm that the Nintendo DS system is turned OFF and insert the Summon Night: Twin Age Game Card into the Game Card slot.
2. Turn the power ON and tap the Touch Screen after the Nintendo DS startup screen appears.
3. On the System Menu screen, tap the Summon Night: Twin Age panel. After doing so, the opening movie will begin to play. Tap the Touch Screen to skip this movie.



Title Menu

- ★ New Game: Begin a new game from the beginning.
- ★ Continue: Load a Suspend Data save.
- ★ Load: Load a saved game.
- ★ Send Item: Trade items using the DS Wireless Communication.
- ★ Sound Test: Listen to the game's music or voices.

★ TITLE MENU EXPLANATION ★

New Game

This will let you begin a new game. After you touch "New Game," you will be taken to the main character selection screen. Select the main character by tapping their picture with the stylus, then confirming your selection. You will be taken to the character naming screen, where you can name your main character and your partner. Touch the letters on the bottom screen to change the default character names.



Continue

This will let you load and play a Suspended game. Note that loading a Suspended game will delete the save data. If there is no Suspended game, this option will not be available.

Load

This will allow you to load games saved from the World Map, save points in dungeons, or at the end of a chapter. You can have up to two save files at once.



★ Send Item

You can trade items to other players who have Summon Night: Twin Age over the DS Wireless communication. Both players will need their own Summon Night: Twin Age Game Card and a saved game. (P.38)

★ Sound Test

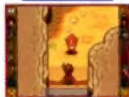
Listen to the game's background music. Passing some in-game requirements will allow you to listen to more sounds.

☆ GAME FLOW ☆

This game is a real-time RPG where you venture through dungeons and fields using the stylus. The game is split between Field/Battle Parts and World Map Parts, and the player will advance through the game going through a combination of these parts.

Chapter Start

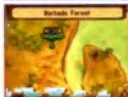
Field Maps



Refer to p.15
for details

You will explore the world on the Field Map. This is where you will fight monsters and find items. By defeating monsters, you will gain experience points, money, and items.

World Map Part



Refer to p.28
for details

Choose the area to enter by selecting it on the World Map. You can also purchase skills, change active party members, and create Conjure Beasts.

Night Chat

At the end of most chapters of the story, you will choose one of your party members to have a special conversation. The next chapter will begin after this Night Chat.



To the Next Chapter

☆ FIELD MAPS ☆

You will fight monsters and gather items while traversing the map. Some story events will occur at special areas of the Field Map.

The Field Screen

The top screen displays a small map of the area, the player character's status, and recently acquired items, and the party's money reserves. The bottom screen displays the characters, the Command Palette, and enemies. Battle takes place in real time on this map.



Info

- 1 Radar map
- 2 Main character status
- 3 Partner status
- 4 Party member status
- 5 Special character status
- 6 Conjure Beast status
- 7 Items acquired
- 8 Total money
- 9 Main Menu button
- 10 Switch Character
- 11 Command Palette
- 12 Open/Close Command Palette

•Pause the game and press SELECT to display numbers alongside the status bars. Press SELECT again to make them go away.

MOVING

The Touch Screen is used to move your characters in this game. Touch or slide on the lower screen to move the player character. Your party members will follow the main character, if they can. The cursor is white when selecting areas you can move to, and red when selecting inaccessible areas.



Move by Touching

If you simply touch the bottom screen once, the characters will move to that spot and stop there.



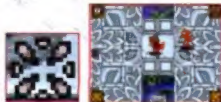
Move by Sliding

If you hold the stylus while the characters are moving, they will continue to move towards where you are pointing. Slide the stylus, and the characters will move towards the icon on the map and stop there.



Auto-Run

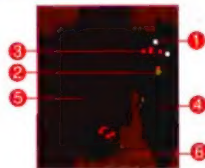
If you touch and slide the stylus all the way to the edge of the Touch Screen, the icon will change and you will enter Auto-Run mode. The characters will continue to run in that direction until directed to do something else.



CONDENSED RADAR MAP

While you are on the Field Map, a small Radar Map will be shown on the upper screen. When you first enter an area, you will only be able to see a small area around yourself. As you explore and move about the area, the Radar Map will be filled in. Monsters will be visible on areas of the map you have visited, so use this information to be aware of their locations.

How to Look at the Condensed Radar Map



- ① ○ Main character/partner
- ② ● Party member/Conjure Beasts
- ③ ● Enemy monsters
- ④ ■ Explored areas
- ⑤ ■ Unexplored areas
- ⑥ ■ Walls and other unexplorable areas

Changing Map Screens



- ☆ Map change point (Blue)
This will move you to another section of the same area.
- ☆ Map change point (Green)
You will leave the area and return to the World Map.
- ☆ Map change point (Red)
An event or boss battle that continues the story is up ahead!

The colored areas on the exits of the Field Map areas are Map Change points. The color of the point tells you what lies beyond the exit.

★ MENU & MENU BUTTONS ★

If you touch the Main Menu button on the field screen, the Main Menu will be displayed. You can change different settings at the Main Menu. (Refer to page 20 for details).

Main Character Switch Button

You can switch control between the main characters by pressing this button. However, you cannot switch characters if the other character is not on the screen at that moment, so stick together.



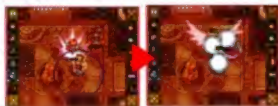
Command Palette

The Command Palette is a customizable set of buttons that can be used to activate items or skills. You can set items or skills into the Command Palette from the Main Menu. (Refer to P.24 for details)



Using the Command Palette

When you touch a skill or item on the Command Palette, it will be highlighted, ready to be used. If you hold the +Control Pad or the A, B, X, or Y Buttons, the cursor on the Command Palette turns blue and becomes locked.



★ BATTLE ★

While on the field or in the dungeons, you may be attacked by monsters you come across. Defeat the monsters by controlling the main character. There will be times where you will fight strong monsters at turning point events during the story.

Attack

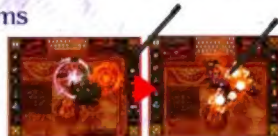
If you touch a monster, the character will move to where it can attack it and will start attacking. They will keep attacking until the targeted monster is defeated. You can cancel the attacks by touching anything other than the targeted monster.



The character will attack in place, without moving from a spot if you touch the direction you want to direct the attacks while pressing the +Control Pad or the A, B, X or Y Buttons.

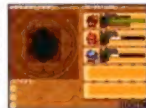
Using Skills and Items

You can use items or skills on the field by setting them on the Command Palette. You can use healing items or skills to heal party members as well. While using skills and items, you will need to use its specific touch command.



Character Withdrawal and Game Over

When a character gets attacked by the enemy and their HP reaches 0, they will withdraw from the battle. They will return to the field once a set amount of time passes. If the main character's HP goes to 0, you will automatically start controlling the other main character. If this other main character's HP goes to 0 while in this state, this means that both main characters have withdrawn, and the game will be over.



MAIN MENU

If you touch the Main Menu button on the Field & Battle Part or on the World Map Menu, the Main Menu will be displayed. You will be able to change various setting here.

The Main Menu Screen



- 1 **G:** Displays the amount of money you have
- 2 **Main character's status bar:** Displays the main character's status.
- 3 **Partner's status bar:** Displays your partner's status bar
- 4 **Party member's status bar:** Displays the party member's status bar
- 5 **Current Location:** Displays the current location of the player characters.
- 6 **Menu Button:** You can change various settings in each corresponding menu
- 7 **Change Top Screen Button:** You can change the top screens to confirm the character statuses
- 8 **Escape Dungeon Button:** You can use this button if you have a "Warp Wing" in your inventory. This will let you exit a field or dungeon and return to the World Map. The number of "Warp Wings" you have in your inventory is displayed on the icon

Change Top Screen Button



You can see the characters' statuses on the top screen display in the Main Menu screen. If you touch the Change Top Screen button found under the Menu Button, the top screen display will change and you will be able to see the partner main character's or party member's status in detail. You can also change the top screen display by pressing the L or R Buttons to see the main character or partner's status detail.

Status Screen



- 1 **Main character's simplified status**
Displays a simplified version of the main character's status

Main Character/Partner Status explanation

Name The character's name
 LV Current experience level
 HP Current Hit Points / Maximum Hit Points
 SP Current spiritual power / Maximum spiritual power
 Next Experience points needed for the next level
 Exp Current experience points

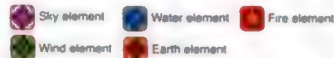
- 2 **Partner's simplified status**
Displays a simplified version of the partner's status

- 3 **Party Member's simplified status**
Displays a simplified version of the party member's status

- 4 **Party member's Status explanation**
 HP Current Hit Points / Maximum Hit Points
 SP Current spiritual power / Maximum spiritual power
 Item The party member will sometimes use this item in battle

- 5 **Character Status**
Displays the character's other statistics

- 6 **Explanation of the other statistics**
 ATK The character's attack power
 MAG The character's magical power
 DEF The character's defense
 AVO The character's ability to dodge enemy attacks
 HIT The character's accuracy
 WAI The time the character must wait between attacks
 SPD The character's moving speed
 RES The character's resistance to various elements displayed in %



- 7 **Equip:** Weapon, armor and accessories equipped by the character

- 8 **Action:** The character's AI activity when not being controlled

- 9 **Party Set-Up:** Current party members

Checking Status and Changing Equipment

You can change the equipped items of the Main Character and your partner here. (Refer to pg. 21 for the Status Screen)



Looking at the Status Screen

- | | |
|------------------|-----------------------------|
| 1 List | 1 Accessory 1 |
| 2 Scroll Bar | 2 Accessory 2 |
| 3 Arrow | 3 Switch Characters |
| 4 Select Weapons | 4 Exit |
| 5 Select Armor | 5 Change Top Screen Display |

Button Details

- | | | |
|---|---|--|
| Weapons
Displays your weapons | Skills
Displays Skills you've earned | Switch Main Characters
Displays the currently selected main character. You can switch the character by touching this button. |
| Armor
Displays your armor | Items
Displays Items and Conjure Beasts in stock. | EXIT
Returns you to the Main Menu Screen |
| Accessory 1
Displays your accessories | Useable Items
Displays items that can be used | Change Top Screen
Change the display on the top screen. Not applicable to all items |
| Accessory 2
Displays your accessories | Conjure Beasts
Displays the Conjure Beasts in your inventory. | |

Equip and Remove Equipment

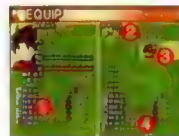
The main characters can both equip one weapon, one piece of armor, and two accessories. You can display the type of equipment you would like to equip by touching the appropriate buttons. When you touch an equippable item on the list, a comparison of your current stats with those with that item will be displayed. Equip the item by touching it again on the list. You can remove equipment by touching "Remove Equipment" at the top of the equipment list. However, you cannot remove an equipped weapon, only replace it.



Items equipped will have an "E" displayed on their icons

Checking Equipment

You can view an equippable item's status on the top screen by touching that item on the list. By pressing the Change Top Screen button, you can see the details of that item.



Item Status Screen

- 1 Status when you equip selected item
- 2 Name of the selected item
- 3 Characters that can equip it
- 4 Selected item's basic stats



Item Status Detail

- 1 Information about the item
- 2 Name of special effects added to the item
- 3 Information about the special effect added to the item



Equip Status Comparison

Command Palette Button

You can edit the Command Palette to use on the Field Map. You can set up to 12 items, weapons, and skills on the Command Palette. If you touch the item on the list, you can view that item's status on the top screen. (Refer to p.26 for the Item Status Screen Refer to p.25 for the Skill Detail Screen)

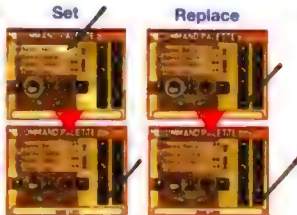


Looking at the Command Palette Button

- 1 List
- 2 Scroll Bar
- 3 Skills
- 4 Items
- 5 Weapons
- 6 Switch Characters
- 7 EXIT
- 8 Change Top Screen Display
- 9 Command Palette (For the left side of the screen)
- 10 Command Palette (For the right side of the screen)

"Set", "Switch" and "Remove" on the Command Palette

Touch the button at the bottom of the list to display the item or skill you want to set on the Command Palette. Touch the item or skill you want to use on the list, and touch the slot you want to place it on the Command Palette to set it. If you want to switch items or skills already on the Command Palette, touch the item or skill you want to replace and then touch another item or skill from the list twice. Items and skills that have been set on the Command Palette will have a "S" displayed on its icon. To remove something from the Command Palette, just touch its corresponding button on the Command Palette twice.



Skills

You can view your characters' skills and their effects here.



Skill description screen (Aldo)



Skill description screen (Reiha)



Skill List Screen

- 1 Skill name
- 2 Skill rank
- 3 Current level of this skill
- 4 The weapon used with this skill. The skill cannot be used unless this type of weapon is equipped
- 5 The skill's elemental attribute
- 6 Skill description
- 7 How to use the skill
- 8 The skill's power and its effects

The various parameters listed here are

SP: The amount of SP required to use this skill	HP+: Hit points added to MAX HP
POW: Power of the skill	SP+: Spirit power added to MAX SP
LEN: The skill's range	ATK+: Physical attack up
PER: Hit percentage	DEF+: Defense up
NUM: Number of occurrences	AVO+: Evasion Rate up
TIM: How long the effects last	HIT+: Accuracy up
RES+: Added Resistance	WAI+: Attack delay time decrease
S DEF+: Additional Def to attack skills	SPD+: Move speed up
	Critical+: Critical Hit percentage up

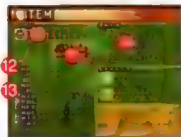
- 9 Skill List
- 10 Arrow: Touch this arrow to scroll the list in that direction
- 11 Skill Point: Skill points currently available
- 12 Help: The skill's help screen will be displayed on the top screen. This is not available for all skills
- 13 Switch character: Displays the selected character. Touch the icon to switch to the other main character
- 14 EXIT: Exits the Skill List and returns to the Main Menu

Item List

The items in your inventory are displayed here. If you touch an item in the list, its parameters will be displayed in the top screen. Change the display in the top screen with the "Change Top Screen" buttons. (For information about the Equipment Status Screen, refer to p.23)



Item List Screen



Item Status Screen
(Usable Items)



Item Status Screen
(Conjure Beasts)

- | | | |
|----------------|--------------------------------|--|
| 1 List | 7 Conjure Beasts | 14 SP recovered when used |
| 2 Arrow | 8 EXIT | 15 Item description |
| 3 Scroll bar | 9 Change top screen | 16 Conjure Beast name |
| 4 Weapons | 10 Item name | 17 Conjure Beast statistics |
| 5 Armor | 11 Characters who can use this | 18 Item needed to create a Conjure Beast |
| 6 Usable items | 12 HP recovered when used | 19 Conjure Beast description |

Party Options

You can set limits on your partner's actions when you are not directly in control of them. When a rule is set to ON, the character will be restricted from using that action in the Field Map. Set it to OFF to allow the character to perform the action. Touch ON or OFF to set a character's permissions for that action.



Bestiary

You can view the statistics of monsters you have defeated here. Boss monsters are not added to the Bestiary. If you touch a monster on the monster list, its statistics will be displayed on the top screen.



- 1 The monster's name
- 2 The monster's statistics
- 3 Items necessary for conjuring
- 4 Description of monster
- 5 Items dropped by monster
- 6 Monster list
- 7 Arrow
- 8 Scroll bar
- 9 The monster selected
- 10 EXIT

Config. Button

You can change various in-game settings. Touch "Default" to switch back to the default settings.

Message Speed: Change the message speed

Voice Volume: Adjust the voice volume

BGM Volume: Adjust the BGM volume

Menu Confirmation: How many times you must tap an option to select it

SE Volume: Adjust the SE volume

Suspend Game

You can Suspend your game here and return to the Title Screen. When you select "Suspend Game," you will be asked if you would like to Suspend the game. Touch to confirm and the Suspend Save data will be created. Touch X to cancel the Suspend.

Exit Button

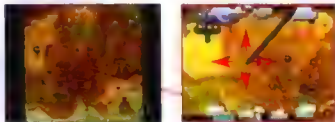
Exits the Main Menu, and returns to the game.

WORLD MAP

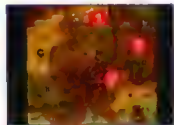
As the game progresses, you will finish a section of the story in the Field Map and move to the World Map. At the World Map, you can go to new areas, visit the Shop, and create Conjure Beasts to help you in battle. If you select an area marker on the World Map, you will advance to the Field Map for that area.

The World Map Part

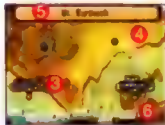
While on the World Map, the top screen shows the entire world, and the bottom screen shows a closer view. Slide the stylus across the bottom screen to move the view around the map.



The World Map Part Screen



- 1 World Map
- 2 The area shown on the lower screen
- 3 Area marker



- 4 Close-up view
- 5 Name of the selected area
- 6 World Map Menu

About Markers

On the World Map, ● are called Markers. The different types of marker have different colors. When you touch a marker, the name of the facility, field or dungeon is displayed. Touch it once more to enter that area.

The Close-Up World Map



Marker: This is an ordinary area marker



NEW: This marker has just appeared



EVENT: A story event will occur in this area



SHOP: This is a shop



MAP CHANGE: Changes the World Map from the World to just the islands, and vice versa

World Map Menu



The World Map Menu can be accessed by touching the icon in the bottom-right of the Touch Screen. Return to the World Map by touching the Menu icon again.



SHOP

The Shop buys and sells all kinds of weapons, armor, and accessories. You can create items and reinforce equipment with materials you have there as well. More items will become available in the Shop as you progress through the story. Enter the Shop Menu by touching the character currently standing behind the counter.



Buy You can purchase weapons, armor, accessories and items



Create Items You can create items by following the recipes shown at the Shop



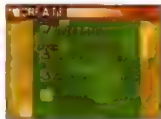
Sell You can sell items in your inventory



Enhance Weapons You can reinforce weapons by Combining them with items in your inventory

Creating Items

If you have a material in your inventory that's used in a recipe, you can use that recipe to create a new item. Touch the item in the Item Creation screen to see the recipe for creating that particular item. If you have all the necessary materials, touch the item again to create it. You may be asked how many of the item you wish to create. Once you have selected a number, touch the check mark to create the item.



Enhancing Weapons

If you have a specific item in your inventory, you can add special effects to your weapons through synthesis. When you touch a weapon you want to process, a list of items available for synthesis will be displayed. When you touch the item you want to synthesize from within this list, the effects added by that item will be displayed on the bottom screen. By touching the item again, you will be taken to a synthesis confirmation screen. Touch the check mark to confirm the addition, and the effect will be added to the weapon. You can add up to 2 effects on any single weapon. Please be aware that when a new effect is added by synthesis, an old effect may be erased.



World Map Menu

If you touch the button on the bottom right-hand side of the bottom screen at the World Map, the World Map Menu will be displayed. You can return to the World Map by touching the button once again.

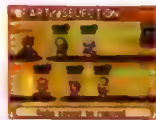


Main Menu Button

This will display the Main Menu. (Refer to p.20)

Party Selection

You can select a party member to join the main characters on the Field Map. Touch a member of the group to select that character as the third party member. The current party members have labels over their pictures.



Purchase Skills

Use Skill Points to purchase new Skills or raise the level of a Skill you already have. Skill Points can be acquired through some Events and by leveling up.



Skill description screen (Aldo)



Skill description screen (Reiha)



Skill Tree Screen

- 1 Skill name
- 2 Skill rank
- 3 Current level of this Skill
- 4 The weapon used with this Skill. The Skill cannot be used unless this type of weapon is equipped.
- 5 The Skill's elemental attribute
- 6 Skill description
- 7 NEXT LV: Character level necessary to raise Skill level
- 8 NEXT POINTS: Skill points needed for the next level
- 9 Skill use description
- 10 Skill Effect. This is the Skill's power and effects. The top value is its current effect, the bottom shows its effects at the next level.
 - Explanation of the Skill effects parameter

SP SP required to use	S DEF+ Additional Def to Skill attacks
POW The Skill's power	DEF+ Defense up
LEN Effects range	HIT+ Accuracy up
PER Hit percentage	SP+ Spirit power added to MAX SP
TIM Number of occurrences	HP+ Hit points added to MAX HP
NUM Time effects last	AVO+ Evasion Rate up
RES+ Added Resistance	CRITICAL+ Critical Hit percentage up

- 11 Skill Tree: A list of Skills separated by ranks.
- 12 Arrow: Touch the arrow to scroll the list in that direction.
- 13 Skill Point: Skill points currently available
- 14 Switch character: Displays the selected character. You can switch characters by touching it
- 15 Help: Touch this to display information about the Skill in the top screen.
- 16 EXIT: Returns to the World Map Menu

Skill Icons



Skill can be purchased



Skill can be leveled up



Skill cannot be purchased or leveled



This Skill is at its maximum level

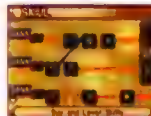


A mystery Skill. Certain requirements must be met before it is unlocked for purchase



4 Skill Points needed to purchase or level the Skill

Purchasing Skills and Skill Requirements



Three different requirements must be met to acquire a Skill: The character must have a high enough level, the character must have the necessary Skill Points, and the character must have the prerequisite Skills. Prerequisite Skills have a line connecting them to Skills on the Skill Tree. When all the requirements have been met, the Skill icon will turn from red to grey. Touch the icon twice to select it, then select to confirm your purchase. If you touch a Skill you have already purchased twice, you will be asked if you wish to increase that Skill's level. Leveling a Skill will increase its effects and make the Skill more powerful.

Help Display



When certain Skills are selected, the Help icon will turn green and yellow. Touch the Help icon to display a more detailed description of the Skill's use on the upper screen. This is not available for all Skills.

Conjure Beasts

You can create Conjure Beasts here. To create a Conjure Beast, you will need a Flask and a certain material from the monster you wish to create

Beast's Item of Origin



Steps to Create a Conjure Beast

To create a Conjure Beast, you will need a Flask and that beast's required item. This particular item is the item displayed in the top screen when you view the monster on the Monster List. Once you have the necessary items, touch the Monster List twice. Choose a member of your party to help you create the Conjure Beast. If the creation was a success, you will obtain a Flask containing the Conjure Beast. You cannot create unique monsters, monsters that are not listed in the Bestiary, or monsters that are at a higher level than the main character.



Using a Conjure Beast

Successfully created Conjure Beasts can be summoned in the Field Map to assist you in battle. Set a Flask into the Command Palette using the Command Palette button on the Main Menu. When you touch the Flask, the creature's statistics will be shown on the top screen. The number of Conjure Beasts that will be summoned is shown on the bottom of the Flask. Touch the Flask on the Command Palette, then touch a spot on the Field Map to release the Conjure Beasts. Conjure Beasts will disappear if they are defeated by enemies. If you summon new Conjure Beasts, they will replace your older ones. If you leave a Field Map, any Conjure Beasts currently out will disappear.



Conjure Beast Creation Results change depending on your partner

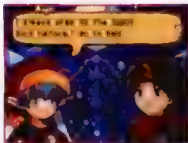


Party members with high Support Ranks and members who are compatible with the monster will have a higher chance of success when creating Conjure Beasts. Sometimes, they may even create more than one Conjure Beast in a single Flask. If you fail to create a Conjure Beast, you will lose the item used to create it, but you will not lose the Flask.

The party member you use to create a Conjure Beast may have an effect on the Conjure Beast's element. Check the party member's skills to see what element they are.

Party Chat

This will begin a chat with your party members. You can also begin a chat by pressing SELECT on the World Map.



Save Button

This will let you save your game. You can have up to two save files. All saved data can be deleted by holding the stylus anywhere outside of the buttons on the bottom screen for 10 seconds. Please be aware that once all Save Data has been erased, you cannot get it back again!

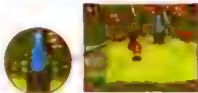


About Saving

There are 2 ways to save in this game. One is by using the Menu or Save points to save, and the other is by creating Suspended Data.

Save

You can save by touching the Save Button on the World Map Menu or by touching the Save Point on the Field Maps.

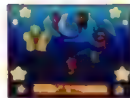


Suspend Data

This can be done by touching the Suspended Game on the Main Menu. When you create a Suspended Save, you will return to the Title Screen. You can only have one Suspended Save. If you select "Continue" on the Title Screen, you can start playing where you left off on the Suspended Save. However, if you load Suspended data, the Suspended Save Data will be erased.

Night Chat

This is an event that automatically occurs when you finish certain chapters. You select one person from your party members and you talk with them. You will advance to the next chapter once you finish talking.



About Support Ranks

All characters besides your Main Character have a Support Rank. There are a total of five Support Ranks, and the rank will affect the character's actions during battle. The higher the rank, the more Skills the character will use. The Support Rank also affects the results when attempting to create Conjure Beasts. You can raise Support Ranks by fighting together and by having Night Chat with your party members.



Support Rank Effects

Characters with high Support Ranks will work closely with you, and will react better in battle. They will also have a higher rate of success when creating Conjure Beasts.



The Ups and Downs of the Support Ranks

Support Ranks can go up or down, depending on your actions and decisions made involving your party members. The results of your actions are tallied up at the end of each chapter.



DS Wireless Communication

(DS Wireless Play)

Using DS Wireless Communication

What You Need


- Nintendo DS or Nintendo DS Lite2
"Summon Night Twin Age" Game Card2

Starting Up





1. Make sure that both systems are powered OFF. Insert a Summon Night: Twin Age Game Card into each system.
2. Turn both systems ON. The DS Menu screen will be displayed.
3. Touch the Summon Night: Twin Age panel.
4. Please refer to p.41 for further steps.



Wireless Communication Guidelines

This icon  on the DS Menu Screen denotes DS wireless communications. If you select this icon in the DS Menu Screen, the wireless communications of your DS will be switched ON. Please do not use this function in areas where it is prohibited, such as airplanes, hospitals, etc.

During wireless communication setup or game play, an icon will appear on the upper or lower Nintendo DS screen showing the strength of the wireless signal. The icon has four modes depending on the signal strength.

				
Number of Bars	1	2	3	4
Signal Strength	weak ←————→ strong			

Follow these guidelines to maintain a strong signal:

- * Keep the maximum distance between systems at 30 feet (10 meters) or less.
- * The DS systems should face each other as directly as possible.
- * Avoid having people or other obstructions between the DS systems.
- * Avoid interference from other devices. If communication seems to be affected by other devices, move to another location if possible or turn off the interfering device.

Transferring Items

You can give items to another player using the DS Wireless Communication. You can only give one item at a time, and to one player at a time. However, up to five other players will appear if they are trying to receive items.



Preparing to Transfer Items

Touch "Send Item" from the Title Screen, then select the Saved Game data you wish to use. After this, select either "Send Item" or "Receive Item" from the next menu.



Non-Transferable Items

Flasks and Conjure Beasts cannot be Transferred. You can send only one Item per Transfer.



Receiving Items

1. At the Transfer Menu, touch "Receive Item" and select the save file to transfer to.
2. Touch the check mark at the DS Wireless Communication Start confirmation screen.
3. You will begin waiting for another player to select your DS system and give you an Item.
4. You will receive the Item. Once the Item has been received, the game will save the item into the selected Saved Game's inventory.

Once this is completed, the game will return to the Communication Menu.

Sending Items

1. At the Transfer Menu, touch "Send Item" and select the save file to transfer from.
2. Select the item you want to send from the Item List.
3. Touch the check mark at the DS Wireless Communication Start confirmation screen.
4. The list of DS systems waiting to receive Items will be displayed. Touch the name of the system you wish to send the Item to.
5. Item Transfer will begin. Once the Item is sent, the game will automatically be saved.

Once this is completed, the game will return to the Communication Menu.

※ If the player receiving the Item cancels communications during the Item Transfer, there is a chance the sent item may disappear. Please be careful during the Item Transfer.

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